WHEN SUPERPOWERS COLLIDE

Norway 1985™

The fourth scenario of the Superpowers series

RULE BOOK SUPPLEMENT

These rules adapt the GERMANY 1985™ system to the special conditions of warfare in Norway. If you have not yet played GERMANY 1985, refer to its booklet for the basic rules as you play your first game.

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INTRODUCTION TO NORWAY 1985

As conventional war raged across Europe, Soviet forces quickly and easily occupied Norway in the summer of 85. But their early success turned to stony struggle with the onset of winter. Mobile ski and mortar troops continually harass and pierce the Soviet positions.

Soviet forces are backed by superior firepower in artillery and rocket launchers. But this advantage is offset by the rugged landscape and harsh northern conditions. Night time temperatures freeze the oil in armored vehicles. The usual rules of war seem not to apply. The lessons of Afghanistan and Vietnam are again played out in a forbidding environment which itself dictates how the war will be conducted. To counter the situation, the Soviets field their own ski troops, while still relying heavily on bombardment and their highly effective Hind helicopters.

It's a case of fighting versus the hammer as another brief winter's day dawns in Norway, 1985.

1.0 PLAYING THE GAME

You should first read the GERMANY 1985™ rulebook. The following rules are modifications of the GERMANY 1985 rules.

Follow the game-loading procedure in section 1.0 of GERMANY 1985.

When the game starts, you will see the set of options shown at the bottom of this page. The highlighted option is the one in effect.

To change any option, type the number of that line until your choice is highlighted. When you are ready, press the space bar. The battle begins with the NATO move.

1.1 The Map Scale

Each hexagon on the 39 × 28 hex map represents 3 miles (compared with one mile in GERMANY 1985). Weapon ranges, sighting distances and movements are adjusted accordingly from those in GERMANY 1985.

On the screen you see one sector, or 1/12th of the total map, at one time. Sector numbers and letters (in rows: 1-3, 4-6, 7-9, A-C) are shown on the map screen. Hit the B key to change the color scheme of the map.

Terrain: NORWAY 1985 uses the same terrain symbols as in GERMANY 1985 with the addition of LAKES, MOUNTAINS, AND AIRBASES.

- LAKE
- MOUNTAIN (impassable)
- AIRBASE (see 6.0 AIR POWER)

At the start of the game NATO forces are dropped into four places on the screen, chosen at random. The Russian initial setup is fixed. Russian reinforcements can arrive randomly along any of five different roads (the one closest to sector 3, the two roads to the right of 9, and the roads below and to the left of section A).

1.2 Moving the Cursor

To move the blinking cursor around the map, use the COMMAND keys as shown at the right.

1.3 Unit Identification

In NORWAY 1985, the NATO player has only two types of units: Ski Infantry and Ski Mortar Infantry. Both of these are unique to this scenario.

The Soviet forces consist of Mechanized Infantry Battalions (BMP), Artillery, and Katyusha Rocket Launcher Battalions. One new unit is Ski Infantry.

1.4 Moving Units

- Press ESCAPE **(C-64: F1)** to find your first unit and enter its movement phase. Move the unit with the same 1-6 COMMAND keys as illustrated in section 1.2.
- If you attack an enemy unit the cursor will move to it. Hit the space bar to return the cursor to your next unit to be moved.
- When you have moved your last unit for that turn, the cursor on the screen will blink. Type c/E (CONTROL and E), and then type E to end your move.
- You may not stack onto hidden units.

1.5 The Soviet Move

- The computer will now move all the Soviet units one by one. If you want to study the situation, you can stop the Soviet move by typing ESCAPE **(C-64: F1)**. Start movement again with the space bar.
- When the cursor blinks again, the Soviet move is finished. Type ESCAPE **(C-64: F1)**

to start your second move.

2.0 MOVEMENT

2.1 Movement Display

- When the word SMOKE on the display is highlighted, it means the unit is in a smoke-filled hex.
- EF (efficiency), DV (division), and HQ (headquarters information) are not present in this conflict. These larger organizational elements are unnecessary in this northland combat of smaller units.
- A new factor has been introduced, for fatigue: FT. Fatigue affects movement.

2.3 Sighting by Enemy Units

If a unit is visible to enemy units, its movement ability, power in combat, and ability to change modes are all reduced. For detail see section 10.0 HIDDEN UNITS.

2.4 Night Movements

As in GERMANY 1985.

2.5 Air Cavalry

There are no Air Cavalry units in NORWAY 1985 (see 6.0 AIR POWER for description of air capability).

2.6 Transport Mode

- INFANTRY UNITS cannot change to TRANSPORT mode.
- Units in TRANSPORT mode cannot enter enemy occupied towns, villages or airbases.

2.8 Rivers and Lakes

All units can cross via a road. Non artillery units can cross rivers without a road. All except artillery units and BMP (Russian mechanized infantry) may cross lakes.

2.9 Bridging

No bridging required in these frozen wastes.

2.10 Terrain Effects

See the Terrain Effects Table in the Appendix of this booklet.

2.11 Special Movement Keys

c/L (CONTROL/L) is not used in this scenario.

2.12 Smoke

It costs an extra movement point to enter a SMOKE FILLED hex.

3.0 MODES

- These modes are not present in NORWAY 1985:
  - DEFN (Defense)
  - SUPPRT (Support)
  - RIVER
  - REOR (Reorganize)
- All units can enter ATTCK (Attack) mode.

4.0 THE ORDER PHASE

- D (Delay) is not used in this conflict.
- R (Run and Reorganize) is not a choice in this scenario — all units will withdraw from enemy sight, go into hidden mode, and then reorganize automatically if not sighted by the enemy at the start of that turn. For reorganized units, fatigue and strength will increase by a small amount up to a maximum of 7 and 12, respectively.

5.0 ARTILLERY

Artillery ranges in hexes are less than in GERMANY 1985, since the map scale is greater.

The SUPPRESSION power of artillery fire affects both the strength and fatigue of the unit being bombarded. Terrain is critical. A unit that's bombarded on a lake will "sink" quickly, but a unit in a town may hold on for a long period.

5.2 Support Fire

To provide support fire for friendly units in combat, the firing unit must not have moved, and must be within range of the combat. Units in combat can call for this fire during their orders phase by typing S for SUPPORT fire.

5.4 Special Artillery Rules

Every NATO and Soviet unit has the ability to fire artillery at an enemy. The effectiveness of fire is partly dependent on the terrain of the target.

6.0 AIR POWER

- In NORWAY 1985, both sides are allocated air strikes automatically at the start of their turn. The Russian strike is reduced if their airfields are occupied at that time.
- Type c/A (CONTROL and A) to see the number of tactical air support points remaining for the Russians or for NATO.
- In the order phase, type S for Support and helicopters will strike within 3 hexes of the unit calling in the strike.

7.0 COMBAT

7.2 Artillery Damage

Artillery affects a unit's strength (thus, its survival) and its fatigue (ability to move).

7.4 Supporting Units
Neither Support Mode or Headquarters Units are used in this game.

7.5 Combat Resolution
Same as in GERMANY 1985 except units have no efficiency rating, supporting or headquarter units.

7.6 Retreating Units
Units may retreat any number of times. When cornered and unable to retreat, they'll suffer additional losses. NATO units in towns and villages will have an increased ability to stand and fight, and will not easily retreat.

7.8 Special Rules
Units can attack freely across river hexsides.

8.0 HEADQUARTERS
Not in this battle

9.0 REORGANIZATION
Happens automatically (see 4.0 THE ORDER PHASE).

10.0 HIDDEN UNITS
- "Hidden" Russian units behave just as in GERMANY 1985.
- Hidden NATO units can only be sighted if the Russian unit is adjacent. A hidden NATO unit can normally sight all Russian units whether exposed or hidden unless it is moving, in which case it only sights adjacent Soviet units. As in GERMANY 1985, an exposed NATO unit can only hide when it is not sighted by a Russian unit.

11.0 MINES AND NUCLEAR CONTAMINATION
Not present in this conflict.

12.0 REINFORCEMENTS
Reinforcements arrive as shown on the back of the map card.

13.0 VICTORY
13.1 Victory Points
Every turn of the game, each side receives 1 point for each urban, town, or airbase hex it controls at the beginning of its part of the turn. The Russian player gets 4 points for each NATO unit destroyed. The NATO player gets 1 point for each Russian unit eliminated.

13.2 The Victory Display
To view the Victory Points earned by each side, type c/V (CONTROL and V) at any time during your turn. (You can also see the VICTORY DISPLAY during a Solitaire game when the computer is moving its units.) The display shows you, in parentheses, the current number of objective hexes (urban, town, and airbase) you control. Also displayed are accumulated points for objective hexes from previous turns and the number and points for eliminated units.

13.3 End of the Game
NORWAY 1985 ends automatically after turn 14, 15 or 16 (chosen randomly at the start of each game).

16.0 TACTICS
- The Soviet player has superior firepower, but the NATO forces are highly mobile.
- The NATO player should neutralize the Soviet airbases.
- The NATO player must marshall forces without being observed, in order to attack and overcome the Soviet's superior conventional forces.
- Hide units whenever possible, to gain surprise.
- The NATO forces should take and hold objectives. You earn Victory Points each turn they're held.

FREQUENTLY USED COMMANDS

Movement Phase Commands

- O Give orders to unit
- C Change mode of unit
- L Look at other unmoved units in that division
- Q Leave unit where it is
- D Highlight & blink all units of a division
- P (**APPLE** only) Show entire map, with these symbols:
  - □ NATO Unit
  - ■ Soviet Unit

  (Enemy HIDDEN units will not appear. Friendly HIDDEN units do appear on the strategic screen. Moving unit blinks.)
- c/H Hide unit
- c/C Attack adjacent unit
- c/A Show air power display
- c/V Show victory points
- ESCAPE (**C-64: F1**) Exit movement phase

Commands when cursor is blinking

- S (Followed by map sector number or letter) Show that sector of map
- SPACE BAR Return to game play
- c/E End turn
- B (**APPLE** only) Toggles background color from white to black

Commands during computer move (Solitaire game)

- c/P Turn combat pause on/off
- c/V Show victory display
- ← (**C-64: f5**) Speed up computer move
- → (**C-64: f7**) Slow down computer move
- SPACE BAR Resume paused computer move

(See 2.11 and 14.0 in GERMANY 1985 for other commands.)

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TERRAIN EFFECTS TABLE

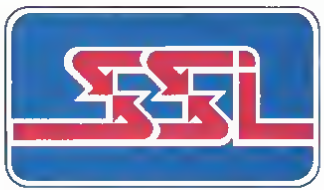
TERRAIN TYPE	MOVEMENT COST	SIGHTING DISTANCE
Open	2	4
Lt Rough	3	3
* Rough	4	2
Town	3	3
Urban	4	2
* Lake	2	4
Forest	3	2
Mountain	Prohibited	N/A

Note: Add two movement points for smoke in the hex and for night turns.

* Only ski and ski mortar units can enter LAKE and ROUGH hexes.

MAXIMUM MOVEMENT ALLOWANCES

NATO (U.S.A.)		SOVIET	
SKI	14	SKI	14
SKI MORTAR	14	BMP/BDM	12
		ARTLY	12
		KATSH	12



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